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APPLICATION NO.	FILING DATE	FIRST NAMED INVENTOR	ATTORNEY DOCKET NO.	CONFIRMATION NO.
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EXAMINER

HOEL, MATTHEW D

ART UNIT	PAPER NUMBER
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3713

DATE MAILED: 02/15/2006

Please find below and/or attached an Office communication concerning this application or proceeding.

Office Action Summary

Application No.

10/672,307

Applicant(s)

NGUYEN ET AL.

Examiner

Matthew D. Hoel

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-- The MAILING DATE of this communication appears on the cover sheet with the correspondence address --
Period for Reply

A SHORTENED STATUTORY PERIOD FOR REPLY IS SET TO EXPIRE 3 MONTH(S) OR THIRTY (30) DAYS, WHICHEVER IS LONGER, FROM THE MAILING DATE OF THIS COMMUNICATION.

- Extensions of time may be available under the provisions of 37 CFR 1.136(a). In no event, however, may a reply be timely filed after SIX (6) MONTHS from the mailing date of this communication.
- If NO period for reply is specified above, the maximum statutory period will apply and will expire SIX (6) MONTHS from the mailing date of this communication.
- Failure to reply within the set or extended period for reply will, by statute, cause the application to become ABANDONED (35 U.S.C. § 133). Any reply received by the Office later than three months after the mailing date of this communication, even if timely filed, may reduce any earned patent term adjustment. See 37 CFR 1.704(b).

Status

- 1) ☒ Responsive to communication(s) filed on 26 September 2003.
- 2a) ☐ This action is **FINAL**. 2b) ☒ This action is non-final.
- 3) ☐ Since this application is in condition for allowance except for formal matters, prosecution as to the merits is closed in accordance with the practice under *Ex parte Quayle*, 1935 C.D. 11, 453 O.G. 213.

Disposition of Claims

- 4) ☒ Claim(s) 16-44 is/are pending in the application.
- 4a) Of the above claim(s) _____ is/are withdrawn from consideration.
- 5) ☐ Claim(s) _____ is/are allowed.
- 6) ☒ Claim(s) 16-44 is/are rejected.
- 7) ☐ Claim(s) _____ is/are objected to.
- 8) ☐ Claim(s) _____ are subject to restriction and/or election requirement.

Application Papers

- 9) ☐ The specification is objected to by the Examiner.
- 10) ☒ The drawing(s) filed on 26 September 2003 is/are: a) ☒ accepted or b) ☐ objected to by the Examiner.
Applicant may not request that any objection to the drawing(s) be held in abeyance. See 37 CFR 1.85(a).
Replacement drawing sheet(s) including the correction is required if the drawing(s) is objected to. See 37 CFR 1.121(d).
- 11) ☐ The oath or declaration is objected to by the Examiner. Note the attached Office Action or form PTO-152.

Priority under 35 U.S.C. § 119

- 12) ☐ Acknowledgment is made of a claim for foreign priority under 35 U.S.C. § 119(a)-(d) or (f).
- a) ☐ All b) ☐ Some * c) ☐ None of:
1. ☐ Certified copies of the priority documents have been received.
 2. ☐ Certified copies of the priority documents have been received in Application No. _____.
 3. ☐ Copies of the certified copies of the priority documents have been received in this National Stage application from the International Bureau (PCT Rule 17.2(a)).

* See the attached detailed Office action for a list of the certified copies not received.

Attachment(s)

- 1) ☒ Notice of References Cited (PTO-892)
- 2) ☐ Notice of Draftsperson's Patent Drawing Review (PTO-948)
- 3) ☒ Information Disclosure Statement(s) (PTO-1449 or PTO/SB/08)
Paper No(s)/Mail Date 4/5/04, 2/10/05, 10/27/05
- 4) ☐ Interview Summary (PTO-413)
Paper No(s)/Mail Date. _____
- 5) ☐ Notice of Informal Patent Application (PTO-152)
- 6) ☐ Other: _____

DETAILED ACTION***Double Patenting***

1. The nonstatutory double patenting rejection is based on a judicially created doctrine grounded in public policy (a policy reflected in the statute) so as to prevent the unjustified or improper timewise extension of the "right to exclude" granted by a patent and to prevent possible harassment by multiple assignees. A nonstatutory obviousness-type double patenting rejection is appropriate where the conflicting claims are not identical, but at least one examined application claim is not patentably distinct from the reference claim(s) because the examined application claim is either anticipated by, or would have been obvious over, the reference claim(s). See, e.g., *In re Berg*, 140 F.3d 1428, 46 USPQ2d 1226 (Fed. Cir. 1998); *In re Goodman*, 11 F.3d 1046, 29 USPQ2d 2010 (Fed. Cir. 1993); *In re Longi*, 759 F.2d 887, 225 USPQ 645 (Fed. Cir. 1985); *In re Van Ornum*, 686 F.2d 937, 214 USPQ 761 (CCPA 1982); *In re Vogel*, 422 F.2d 438, 164 USPQ 619 (CCPA 1970); and *In re Thorington*, 418 F.2d 528, 163 USPQ 644 (CCPA 1969).

2. A timely filed terminal disclaimer in compliance with 37 CFR 1.321(c) or 1.321(d) may be used to overcome an actual or provisional rejection based on a nonstatutory double patenting ground provided the conflicting application or patent either is shown to be commonly owned with this application, or claims an invention made as a result of activities undertaken within the scope of a joint research agreement.

3. Effective January 1, 1994, a registered attorney or agent of record may sign a terminal disclaimer. A terminal disclaimer signed by the assignee must fully comply with 37 CFR 3.73(b).

4. Claim 16 is rejected on the ground of nonstatutory obviousness-type double patenting as being unpatentable over claims 1 and 7 of U.S. Patent No. 6,628,939 in view of Walker, et al. (U.S. patent 6,024,640 A). Claim 1 of '939 teaches a game server and a financial server, but lack specificity as to accepting input regarding a specific number of wager-based games to be played on an associated hand-held device, generating a predetermined game outcome for each of the specific number of wager-based games to be played, and transmitting data regarding the predetermined outcome for each of the specific number of games to a storage device for use by the personal

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gaming device for future play thereon. '939 in Claims 1 and 7 teaches a financial server configured to track financial data related to the predetermined game outcome, wherein the wager-based games involved the placement of wagers, the play of games based on the wagers, and the grant of payouts based on the outcomes of the games (...providing a financial server configured to confirm financial transaction data; accepting financial account information at said personal gaming device; transmitting said financial account information to said financial server; confirming financial transaction data at said financial server;...; determining the outcome of the wagering game; and awarding a winning to a player if said outcome is a winning outcome (Claim 1); ...transmitting said player information to a financial server via said communication link with said game device interface; utilizing said player information to verify credit belonging to said player for use in placing a wager to play a game; transmitting credit information to said hand-held gaming device; accepting wager instructions from said player at said hand-held gaming device in order to initiate a wagering game; transmitting wager instructions from said hand-held gaming device to said financial server...determining outcome of said game (Claim 7)). Walker, however, in '640 teaches all of these aspects pertaining to a game server. Walker in '640 teaches a gaming system adapted to facilitate the play of wager-based games on a personal gaming device (Abst., Fig. 1). The game server of '640 is configured to accept input regarding a specific number of wager-based games to be played (52, Fig. 3) on an associated hand-held personal gaming device (Fig. 13). The game server of '640 generates a predetermined game outcome for each specific wager-based game played on the personal gaming device (predetermined games, Col. 3,

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Lines 27 to 35). The game server of '640 transmits data regarding the predetermined outcome of each of the specific number of games (outcome transfer to HTV, Col. 5, Lines 49 to 53) to a storage device for use by the personal gaming device (outcomes duplicately stored on LCC and memory on HTV, Col. 6, Lines 1 to 4, Col. 8, Lines 20 to 27, Col. 3, Lines 36 to 45; HTV RAM and ROM, Col. 11, Lines 46 to 51) for future game play. It would be obvious to one of ordinary skill in the art to apply the game server of '640 to the financial server of '939. Both of the gaming systems of '640 and '939 involve wireless hand-held personal gaming devices allowing a player to place a wager from multiple locations in the casino. '640 uses passwords to verify the player's identities (Col. 12, Lines 59 to 64). The advantage of this combination would be to provide security to protect the credit verification functions of the financial server of Claims 1 and 7 of '939.

5. Claim 34 is rejected on the ground of nonstatutory obviousness-type double patenting as being unpatentable over claim 1 of U.S. Patent No. 6,628,939 in view of Walker, et al. (U.S. patent 6,024,640 A). '640 provides a system having a server (LCC, Fig. 3) adapted to generate wager-based game outcomes (Col. 5, Lines 3 to 12), transmit gaming related information to one or more personal gaming devices (Col. 8, Lines 53 to 59), and track financial data related to the generated game outcomes (52, 56, 58, 48, 79, 72, and 78, Fig. 3). '640 accepts input from a user regarding a number of wager-based games to be played on a hand-held personal gaming device (Col. 3, Lines 27 to 36; Col. 7, Lines 15 to 20). '640 generates at the system having one server a predetermined game outcome for each of the number of wager-based games to be

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played on the personal gaming device (Col. 5, Lines 3 to 12). '640 transmits the predetermined game outcome (Col. 5, Lines 49 to 52) for each of the number of games to a storage device (HTV memory, 100, Fig. 5) for use by the personal gaming device. '640 stores the predetermined game outcome for each on the number of games at the personal gaming device for later use (Col. 6, Lines 1 to 6; Lines 44 to 62). '640 executes code at the personal gaming device using at least one stored predetermined game outcome to present a game and at least one stored predetermined game outcome at the display (games executed, Col. 8, Lines 42 to 46; display and controller, Fig. 4). The hand-held personal gaming device of Claim 1 of '939 has a display adapted to display gaming-related information, a processor configured to execute gaming-related information, and a memory adapted to store code to be executed by the processor (...a display adapted to display game information, a processor adapted to execute game code, a memory adapted to store game code to be executed by said processor...).

Claim Rejections - 35 USC § 102

1. The following is a quotation of the appropriate paragraphs of 35 U.S.C. 102 that form the basis for the rejections under this section made in this Office action:
2. A person shall be entitled to a patent unless –
3. Claims 16 to 24 are rejected under 35 U.S.C. 102(b) as being anticipated by Walker, et al. (U.S. patent 6,024,640 A).
4. As to Claim 16: Walker in '640 teaches a gaming system adapted to facilitate the play of wager-based games on a personal gaming device (Abst., Fig. 1). The game

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server of '640 is configured to accept input regarding a specific number of wager-based games to be played (52, Fig. 3) on an associated hand-held personal gaming device (Fig. 13). The game server of '640 generates a predetermined game outcome for each specific wager-based game played on the personal gaming device (predetermined games, Col. 3, Lines 27 to 35). The game server of '640 transmits data regarding the predetermined outcome of each of the specific number of games (outcome transfer to HTV, Col. 5, Lines 49 to 53) to a storage device for use by the personal gaming device (outcomes dublicately stored on LCC and memory on HTV, Col. 6, Lines 1 to 4, Col. 8, Lines 20 to 27, Col. 3, Lines 36 to 45; HTV RAM and ROM, Col. 11, Lines 46 to 51) for future game play. The LCC of '640 is also a financial server that tracks financial data related to the generated predetermined game outcomes (LCC memory 52, 56, 58, 74, 76, 79, 72, 78, Fig. 3; Col. 8, Line 63 to Col. 9, Line 4; Col. 11, Lines 3 to 14), wherein the wager-based games involve the placement of wagers, the play of games based on the wagers, and the grant of payouts based on the outcomes of the games.

5. As to Claim 17: '640 has a hand-held personal gaming device including a display adapted to display gaming related information, a processor configured to execute gaming related code, and a memory adapted to store code to be executed by the processor (Figs. 4 and 5). The personal gaming device of '640 is adapted to communicate with the LCC (Col. 8, Lines 54 to 59), which is a game server and a financial server.

6. As to Claim 18: The storage device is a memory on the HTV of '640 (Figs. 4 and 5).

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7. As to Claim 19: The storage device is a memory of a personal gaming device (Figs. 4 and 5 of '640, ROM and RAM).

8. As to Claim 20: In '640, the specific number of wager-based games to be played comprises a block of games to be paid for in advance before the data regarding the predetermined game outcome for each of the specific number of games is transmitted to the personal gaming device (player purchases a block of plays, which is then generated and transmitted to the personal playing device (Col. 15, Lines 13 to 27, 40 to 54; Col. 15, Line 64 to Col. 16, Line 8).

9. As to Claim 21: In '640, the game server transmits the data regarding the predetermined game outcome for each of the specific number of games to the personal gaming device via a wireless link (Col. 5, Lines 49 to 52).

10. As to Claim 22: In '640, the financial server accepts information from the gaming server regarding the predetermined game outcome for each of the specific number of games, and reconciles the accepted information with actual results from future game play on the gaming device (module 62 of Fig. 4 acts as game server, generating game outcomes, module 79 acts as a financial server comparing the purchased games to the actual game results to calculate the payout; Col. 11, Lines 3 to 15).

11. As to Claim 23: '640 has a player authentication server that processes an authentication of a user of the personal gaming device (encryption, Col. 6, Lines 17 to 23; password, Col. 12, Lines 54 to 56).

12. As to Claim 24: The verification of '640 can be done using a password (Col. 12, Lines 54 to 56).

Claim Rejections - 35 USC § 103

13. The following is a quotation of 35 U.S.C. 103(a) which forms the basis for all obviousness rejections set forth in this Office action:

14. A patent may not be obtained though the invention is not identically disclosed or described as set forth in section 102 of this title, if the differences between the subject matter sought to be patented and the prior art are such that the subject matter as a whole would have been obvious at the time the invention was made to a person having ordinary skill in the art to which said subject matter pertains. Patentability shall not be negated by the manner in which the invention was made.

15. The factual inquiries set forth in *Graham v. John Deere Co.*, 383 U.S. 1, 148 USPQ 459 (1966), that are applied for establishing a background for determining obviousness under 35 U.S.C. 103(a) are summarized as follows:

16. Determining the scope and contents of the prior art.
17. Ascertaining the differences between the prior art and the claims at issue.
18. Resolving the level of ordinary skill in the pertinent art.
19. Considering objective evidence present in the application indicating obviousness or nonobviousness.

20. Claims 25 and 26 are rejected under 35 U.S.C. 103(a) as being unpatentable over McEntee, et al. (U.S. pre-grant publication 2002/0111213 A1, application 09/782,497).

21. As to Claim 25: Walker in '640 discloses all of the elements of Claim 25, but lacks specificity as to the verification including a fingerprint of the user of the personal gaming device. McEntee, however, in '213 teaches the use of a fingerprint to authenticate the user of a personal gaming device in a casino environment (Para. 9, 40). It would be obvious to one of ordinary skill in the art to apply the fingerprint verification of '213 to the gaming system of '640. '213 uses handheld wireless devices to transmit wagering information in a casino network (Abst.), like ('640). '213 uses

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authentication to verify a player's identity and GPS to verify that the player is in a location where wagering is authorized (Para. 9 and 10), like '640 (Col. 11, Line 66 to Col. 12, Line 5; Col. 12, Lines 59 to 64). The advantage of this combination would be to enhance the security of the gaming system by providing fingerprint authentication, which is more secure than a password system.

22. As to Claim 26: '640 authenticates that the player is located in a location where gaming is allowed by using GPS (Col. 11, Line 66 to Col. 12, Line 5).

23. Claims 27 to 30 are rejected under 35 U.S.C. 103(a) as being unpatentable over Walker ('640) and McEntee ('213) in view of Lemke (U.S. pre-grant publication 2002/0066041 A1, application 09/727,984).

24. As to Claim 27: The combination of Walker ('640) and McEntee ('213) discloses all of the elements of Claim 27, but lacks specificity as to a docking station by which gaming data can be transmitted to the personal gaming device. Lemke in '041, however, teaches has a docking station, by which data regarding the predetermined game outcome for each of the specific number of games is transmitted to the personal gaming device (Fig. 1A, PDA communicating by RF, Fig. 1B, PDA communication by wire while plugged into cradle, Para. 25). It would be obvious to one of ordinary skill in the art to apply the docking station of '041 to the combination of '640 and '213. '041 is a wireless PDA application that uses biometric information such as fingerprints to grant the user access to the network (Abst., Para. 36), much like '213. In one embodiment of '041, a speech pattern reader is used to verify the identity of the user attempting to log

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on to the wireless network. This could be used in conjunction with the voice-activated circuit 110 of '640, which enables commands to be communicated to the CPU (Col. 11, Lines 56 to 60). In one embodiment of '640, the server communicates with the HTVs (personal gaming devices) by landline rather than by a wireless connection (Fig. 12).

The advantage of this combination would be to allow the server to continue communicating with the personal gaming device by wire while the personal gaming device is being charged up in the docking station in the event that it has run low on power and can no longer transmit.

25. As to Claim 28: '640 has a hand-held personal gaming device including a display adapted to display gaming related information, a processor configured to execute gaming related code, and a memory adapted to store code to be executed by the processor (Figs. 4 and 5). The personal gaming device of '640 is adapted to communicate with the LCC (Col. 8, Lines 54 to 59), which is a game server and a financial server. It is inherent that the combination of '640, '213, and '041 would be able to allow the personal gaming device to communicate with the game server, the financial server, or both while it is plugged into the docking station (Fig. 1A, PDA communicating by RF, Fig. 1B, PDA communication by wire while plugged into cradle, Para. 25).

26. As to Claim 29: The PDA of '041 is adapted to reside at a docking station (Fig. 4) and can be checked out to a user from the docking station by use of biometric identification (Para. 36 and 37). '640 teaches a wireless personal gaming device that can be checked out to one of any number of users, each user having his or her own password (Col. 12, Lines 59 to 64).

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27. As to Claim 30: In '640, the game server includes a random number generator that generates predetermined game outcome for each of the specific number of wager-based games to be played on the personal gaming device (outcome generation 62, RPD generation 42, Fig. 3; one-way function 62 that seeds random generator 42, Fig. 3; Col. 9, Lines 36 to 38; Col. 12, Lines 10 to 18).

28. Claims 31 to 44 are rejected under 35 U.S.C. 103(a) as being unpatentable over Walker ('640), McEntee ('213), and Lemke ('041) in view of Jaynes, et al. (U.S. pre-grant publication 2002/0085515 A1, application 09/752,214).

29. As to Claim 31: The combination of Walker ('640), McEntee ('213), and Lemke ('041) discloses all of the elements of Claim 31, but lacks specificity as to transmitting activation information to a personal gaming device. Jaynes, however, in '515 teaches an infrared beacon transmitting an activation signal to a wireless PDA device, allowing the PDA to obtain information by transmitting the beacon's identification over the wireless network to establish communication with an Internet site (Para. 10). It would be obvious to one of ordinary skill in the art to apply the beacon activation signal of '515 to the combination of '640, '213, and '041. '515 is a wireless PDA system, like the systems of '213, and '041. '640 uses GPS to restrict gaming access to areas where gaming is allowed (Col. 11, Line 66 to Col. 12, Line 5). This combination would have a beacon transmit identification information to the wireless PDA (personal gaming device) and only allow the PDA to play the game if it transmitted to the game server the correct beacon identification information, which could only happen if the PDA were in range of

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the beacon, in an area of the casino where gaming is allowed. The advantage of this combination is that it would use IR beacons to restrict gaming access to rooms in the casino or hotel where it is allowed, as GPS signals may not always be receivable in indoor environments.

30. As to Claim 32: In '515, the PDA device is not granted access to the website unless it has the correct beacon identification information (Para. 10, 31, 48 to 51). The combination of '640, '213, '041, and '515 would not allow the player to place a wager unless it received the activation information from the beacon.

31. As to Claim 33: In '515, the non-reception of activation information is inherently due to the device not being within range of the beacon (Para. 10). The device would only work when it is in RF or IR range of the beacon.

32. As to Claim 34: '640 provides a system having a server (LCC, Fig. 3) adapted to generate wager-based game outcomes (Col. 5, Lines 3 to 12), transmit gaming related information to one or more personal gaming devices (Col. 8, Lines 53 to 59), and track financial data related to the generated game outcomes (52, 56, 58, 48, 79, 72, and 78, Fig. 3). '640 accepts input from a user regarding a number of wager-based games to be played on a hand-held personal gaming device (Col. 3, Lines 27 to 36; Col. 7, Lines 15 to 20), the personal gaming device including a display adapted to display gaming related information, a processor configured to execute gaming-related code, and memory adapted to store code to be executed by the processor (Figs. 4 and 5). '640 generates at the system having one server a predetermined game outcome for each of

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the number of wager-based games to be played on the personal gaming device (Col. 5, Lines 3 to 12). '640 transmits the predetermined game outcome (Col. 5, Lines 49 to 52) for each of the number of games to a storage device (HTV memory, 100, Fig. 5) for use by the personal gaming device. '640 stores the predetermined game outcome for each on the number of games at the personal gaming device for later use (Col. 6, Lines 1 to 6; Lines 44 to 62). '640 executes code at the personal gaming device using at least one stored predetermined game outcome to present a game and at least one stored predetermined game outcome at the display (games executed, Col. 8, Lines 42 to 46; display and controller, Fig. 4).

33. As to Claim 35: '640 receives a wager to play at least one of a number of wager-based games (Col. 3, Lines 26 to 36).

34. As to Claim 36: The storage device of '640 is a memory of a personal gaming device (memory 100, Fig. 5).

35. As to Claim 37: '640 stores data regarding predetermined game outcomes for each of the number of games at the LCC (Col. 6, Lines 1 to 8). '640 reconciles the stored data with actual results from executed game play on the personal gaming device (Col. 6, Lines 44 to 62).

36. As to Claim 38: '640 authenticates the user of the personal gaming device (Col. 12, Lines 59 to 64).

37. As to Claim 39: The authentication of '640 is done by a password (Col. 12, Lines 59 to 64).

38. As to Claim 40: McEntee in '213 teaches the use of a fingerprint to authenticate the user of a personal gaming device in a casino environment (Para. 9, 40).

39. As to Claim 41: Lemke in '041 teaches has a docking station, by which data regarding the predetermined game outcome for each of the specific number of games is transmitted to the personal gaming device (Fig. 1A, PDA communicating by RF, Fig. 1B, PDA communication by wire while plugged into cradle (docking station), Para. 25).

40. As to Claim 42: Jaynes in '515 teaches an infrared beacon transmitting an activation signal to a wireless PDA device, allowing the PDA to obtain information by transmitting the beacon's identification over the wireless network to establish communication with an Internet site (Para. 10).

41. As to Claim 43: In '515, the PDA device is not granted access to the website unless it has the correct beacon identification information (Para. 10, 31, 48 to 51). The combination of '640, '213, '041, and '515 would not allow the player to play the wager-based games unless the PDA received the activation information from the beacon.

42. As to Claim 44: '640 teaches a station (15, 600, Fig. 13) configured for use on a gaming system to facilitate the play of wager-based games on a personal gaming device (Abst., Col. 3, Lines 26 to 36). The station has a link to a game server of the gaming system (LCC 12, Fig. 13). The game server is configured to accept input regarding a specific number of games to be played on an associated hand-held personal gaming device (Col. 5, Lines 13 to 32). The game server generates a predetermined game outcome for each of the specific number of wager-based games to be played on the personal gaming device (Col. 5, Lines 3 to 12), and transmits data

regarding the predetermined game outcome for each of the specific number of games to be played on the persona gaming device (Col. 8, Lines 53 to 59). Lemke in '041 teaches has a docking station, by which data regarding the predetermined game outcome for each of the specific number of games is transmitted to the personal gaming device (Fig. 1A, PDA communicating by RF, Fig. 1B, PDA communication by wire while plugged into cradle (docking station), Para. 25). The combination of '640, '213, '041, and '515 would provide a docking station for use the personal gaming device, and transmit the data regarding the predetermined game outcome for the specific number of games to the personal gaming device via the docking station.

Citation of Pertinent Prior Art

43. The prior art made of record and not relied upon is considered pertinent to applicant's disclosure. Stadelmann in U.S. patent 6,416,414 B1 teaches a wireless game system. Rahn, et al. in U.S. pre-grant publication 2002/0103008 A1, application 09/772,455, teaches cordless communication between a PDA and a host computer using a cradle. Doyle, et al. in U.S. pre-grant publication 2003/0159044 A1, application 09/761,906, teach a biometric sensor. Janiak, et al. in U.S. pre-grant publication 2002/0089410 A1, application 09/854,078, teach biometric authentication for use with a PDA. Schneier, et al. in U.S. pre-grant publication 2004/0038723 A1, application 10/620,260, teach an off-line remote system for lotteries. Schneier, et al. in U.S. patent 6,402,614 B1 teach an off-line remote system for lotteries. Garahi, et al. in U.S. pre-grant publication 2001/0041612 A1, application 09/827,568, teach a system for cross-

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platform access to a wagering interface. Franchi in U.S. patent 5,770,533 A teaches an open-architecture casino operating system. Walker, et al. in U.S. patent 6,001,016 A teach a remote gaming device. Lucero in U.S. patent 5,038,022 A teaches an apparatus for providing credit to a gaming machine. Bernstein in U.S. patent 5,915,023 A teaches remotely transferring value to a recipient. LaDue in U.S. patent 5,999,808 A teaches a wireless gaming method. Jagers, et al. in U.S. pre-grant publication 2002/0119800 A1, application 09/796,041, teaches a docking station for a wireless communication device. Moreau in U.S. pre-grant publication 2002/0035538 A1, application 09/765,727, teaches a method and system for facilitating buying and selling transactions. Moreau, et al. in U.S. pre-grant publication 2002/0069166 A1, application 09/772,530, teach a method and system for facilitating buying and selling transactions. Janiak, et al. in U.S. pre-grant publication 2002/0060243 A1, application 09/683,051, teach biometric authentication for mobile telecommunications. Schneier, et al. in U.S. patent 5,970,143 A teach remote auditing of computer-generated outcomes.

Conclusion


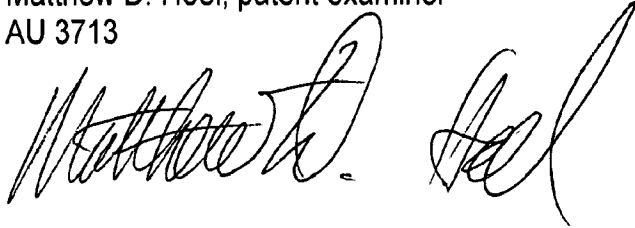
44. Any inquiry concerning this communication or earlier communications from the examiner should be directed to Matthew D. Hoel whose telephone number is (571) 272-5961. The examiner can normally be reached on Mon. to Fri., 8:00 A.M. to 4:30 P.M.

45. If attempts to reach the examiner by telephone are unsuccessful, the examiner's supervisor, Xuan M. Thai can be reached on (571) 272-7147. The fax phone number for the organization where this application or proceeding is assigned is 571-273-8300.

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46. Information regarding the status of an application may be obtained from the Patent Application Information Retrieval (PAIR) system. Status information for published applications may be obtained from either Private PAIR or Public PAIR. Status information for unpublished applications is available through Private PAIR only. For more information about the PAIR system, see <http://pair-direct.uspto.gov>. Should you have questions on access to the Private PAIR system, contact the Electronic Business Center (EBC) at 866-217-9197 (toll-free).

Matthew D. Hoel, patent examiner
AU 3713



XUAN M. THAI
SUPERVISORY PATENT EXAMINER
TC3700